

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. (Original) A method for manipulating a plurality of windows on a display, comprising the steps of:

displaying a plurality of cascaded, open windows on a display to establish an original display layered order, wherein an active window is the window on a first display layer, windows on a display layer other than the first display layer are inactive windows and at least one of said inactive window is partially hidden;

receiving an indication of an icon being selected;

receiving an indication of the icon being dragged;

monitoring the current location of the icon;

starting a timer, if the icon is found being within a visible portion of first one of said inactive windows; and

displaying said first inactive window on the first display layer, if the icon is found to be held within a visible portion of said first inactive window until said timer is expired.

2. (Original) A method of claim 1, further comprising the steps of:

receiving an indication of the icon being released onto said active window;

changing reference memory address of the icon respectively; and

returning all inactive windows to the original display layered order respectively.

3. (Currently Amended) The method of claim 2, further comprising the steps of:

receiving an indication of a predetermined function key being pressed;
and

sending the window on the first display ~~window~~ layer to the bottom-most layer.

4. (Original) The method of claim 2, further comprising the steps of:
returning all open windows to the original display layered order, if the icon is monitored to be outside of all open windows.

5. (Currently Amended) The method of claim 1, further comprising the steps of:

receiving an indication of a predetermined function key being pressed;
and

sending the window on the first display ~~window~~ layer to the bottom-most layer.

6. (Original) The method of claim 1, further comprising the steps of:
returning all open windows to the original display layered order, if the icon is monitored to be outside of all open windows or upon receiving an indication of the icon being unselected.

7. (Original) A computer readable medium containing a program which executes the steps of:

receiving an indication of an icon being selected;

receiving an indication of the icon being dragged;

monitoring the current location of the icon;

starting a timer, if the icon is found being within a visible portion of first one of said inactive windows; and

displaying said first inactive window on the first display layer, if the icon is found to be held within a visible portion of said first inactive window until said timer is expired.

8. (Original) The computer readable medium of claim 7, further executes the steps of:

receiving an indication of the icon being released onto said active window;

changing reference memory address of the icon respectively; and

returning all inactive windows to the original display layered order respectively.

9. (Currently Amended) The computer readable medium of claim 8, further executes the steps of:

receiving an indication of a predetermined function key being pressed;
and

sending the window on the first display ~~window~~ layer to the bottom-most layer.

10. (Original) The computer readable medium of claim 8, further executes the step of:

returning all open windows to the original display layered order, if the icon is monitored to be outside of all open windows.

11. (Currently Amended) The computer readable medium of claim 7, further executes the steps of:

receiving an indication of a predetermined function key being pressed;

and

sending the window on the first display window layer to the bottom-most layer.

12. (Original) The computer readable medium of claim 7, further executes the step of:

returning all open windows to the original display layered order, if the icon is monitored to be outside of all open windows or upon receiving an indication of the icon being unselected.

13. (Original) A computer system comprising:

means for displaying a plurality of cascaded, open windows on a display to establish an original display layered order, wherein an active window is the window on a first display layer, windows on a display layer other than the first display layer are inactive windows and at least one of said inactive window is partially hidden;

means for receiving an indication of an icon being selected;

means for receiving an indication of the icon being dragged;

means for monitoring the current location of the icon;

means for starting a timer, if the icon is found being within a visible portion of first one of said inactive windows; and

means for displaying said first inactive window on the first display layer, if the icon is found to be held within a visible portion of said first inactive window until said timer is expired.

14. (Original) The computer of claim 13, further comprising:

means for receiving an indication of the icon being released onto said active window;

means for changing reference memory address of the icon respectively; and

means for returning all inactive windows to the original display layered order respectively.

15. (Original) The computer of claim 14, further comprising:

means for receiving an indication of a predetermined function key being pressed; and

means for sending the window on the first display ~~window~~ layer to the bottom-most layer.

16. (Original) The computer of claim 14, further comprising:
means for returning all open windows to the original display layered order, if the icon is monitored to be outside of all open windows.

17. (Currently Amended) The computer of claim 13, further comprising:
means for receiving an indication of a predetermined function key being pressed; and
means for sending the window on the first display ~~window~~ layer to the bottom-most layer.

18. (Original) The computer of claim 13, further comprising:
means for returning all open windows to the original display layered order, if the icon is monitored to be outside of all open windows or upon receiving an indication of the icon being unselected.

19. (Original) A computer system comprising:
a display device for displaying a plurality of cascaded, open windows on a display to establish an original display layered order, wherein an active window is the window on a first display layer, windows on a display layer other than the first display layer are inactive windows and at least one of said inactive window is partially hidden;

a cursor control device for receiving a request for selecting an icon and for moving the selected icon; and

a processor for monitoring the current location of the icon, wherein the processor starts a timer if the icon is found being within a visible portion of first one

of said inactive window and reveals said first inactive window on the first display layer, if the icon is found to be held within a visible portion of said first inactive window until said timer is expired.

20. (Original) The computer of claim 19, wherein said cursor control device further receives an indication of the icon being released onto said active window and

in response, the processor changes reference memory address of the icon respectively and returns all inactive windows to the original display layered order respectively.

21. (Currently Amended) The computer of claim 20, further comprises a key input device for receiving an indication of a predetermined function key being pressed; and

in response, the processor sends the window on the first display ~~window~~ layer to the bottom-most layer.

22. (Original) The computer of claim 20, wherein said cursor control device further receives an indication which results in the icon being outside of all open windows; and

in response, the processor returns all open windows to the original display layered order.

23. (Currently Amended) The computer of claim 19, further comprises a key input device for receiving an indication of a predetermined function key being pressed; and

in response, the processor sends the window on the first display window layer to the bottom-most layer.

24. (Original) The computer of claim 19, wherein said cursor control device further receives an indication which results in the icon being outside of all open windows or the cursor control device further receives an indication which results in the icon being unselected; and

in response, the processor returns all open windows to the original display layered order.

25. (Previously Presented) A method for manipulating a first and second window on a display, comprising the steps of:

receiving an indication of a selected icon being dragged from the first window to the second window;

displaying said second window as an active window based on whether the icon is held within a visible portion of the second window for a predetermined amount of time.

26. (Previously Presented) A method of claim 25, wherein the first window is an active window and the second window is an inactive window when the indication is received.